Adi Bar Ilan

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Current 2nd year CS Student in Tel Aviv University, with experience in backend and algorithm development.

Experience

- **Software Developer Intern @ Microsoft**   2025-
- **Backend Developer @ Radware**'s Cloud DDoS protection service   2021-2023
  Work in **Java** with **Spring Boot** and **Python** with **Django**, **MongoDB**, supported by **CentOS** and **Bash**. Agile workflow with multiple concurrent development teams, including design and review.
- **Software Developer @ IDF Robotics and Autonomy Division**   2019-2021
  Development of algorithmic components for ROS-based **robotics** projects, along with supporting **unity simulations** for **VR** projects. Establishment and administration of branch-wide (~60 people) network, incl. security management.

Education

Tel Aviv University   2023-

B.Sc. Computer Science - In progress (Current GPA 87.5)

- Computer Architecture - 95
- Data Structures - 88
- Intro to Graphics and Computer Vision - 98
- Intro to OOP (Software 1) - 97

Skills

- Over 3 years of professional experience in **Python**, **C#** and **Java** development.
- Backend Developer well versed in Python, **Django** and **MongoDB**, along with supporting tools such as **Linux** experience and **Bash** scripting, and managing **Git** repositories on **Github**.
- Implementation of Java modules using **Spring Boot** in complex systems.
- Development experience using **computer vision** software such as **OpenCV** for **image processing** in **autonomous vehicle** applications.
- Experienced in robotics tools such as **ROS** in Python and **C++**, along with accompanying simulation software using **C#** and **Unity**.

Projects

Predictive Display (IDF)

Development and integration of an algorithm to predict how a delayed image would look in real-time, based on real-time steering commands and delayed image data.

Remote Device Configuration Module (Radware)

Implementation of a modular system to remotely configure routers and other network devices using SSH and API for configuration from a web UI, supporting custom devices and commands.

x86 Assembly paint-like tool

Creation of a custom drawing software with a variety of tools, like multiple color palettes and brush sizes, written entirely in assembly, running on a 16-bit system.

Extracurricular

Captain of TAU Ultimate Frisbee Team - Team logistics and assistant coaching   2024-Present

Student Council Representative - Representative for Computer Science   2024-Present